Amendments to the Claims

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Original) A method of providing secure content-based user experience enhancement in a player device for rendering digital content comprising:

accepting encrypted digital content;

decrypting the encrypted digital content into decrypted digital content;

downsampling the decrypted digital content into downsampled digital content; and

processing the downsampled digital content by an enhancement module to provide user experience enhancement.

2. (Original) The method of claim 1, further comprising decompressing the decrypted digital content prior to downsampling.

3. (Original) The method of claim 1, further comprising rendering the decrypted digital content for perception by a user.

4. (Original) The method of claim 1, further comprising protecting the decrypting and downsampling actions by using tamper resistance techniques to deter unauthorized access to the decrypted digital content.

5. (Original) The method of claim 1, wherein the processing comprises displaying data to enhance the user experience in perceiving the digital content based at least in part on the downsampled digital content.

6. (Original) The method of claim 1, wherein the encrypted digital content comprises high fidelity digital content and the downsampled digital content comprises content at a fidelity lower than the high fidelity digital content.

7. (Original) The method of claim 1, wherein the encrypted digital content comprises digital audio data and the processing comprises generating a display of information for the user to enhance the user's experience in using the player device, based at least in part on downsampled digital audio data.

8. (Original) An article comprising: a storage medium having machine readable instructions stored thereon, the instructions, when executed by a processor, provide for secure content-based user experience enhancement in a player device for rendering digital content by accepting encrypted digital content, decrypting the encrypted digital content into decrypted digital content, downsampling the decrypted digital content into downsampled digital content, and processing the downsampled digital content by an enhancement module to provide user experience enhancement.

9. (Original) The article of claim 8, further comprising instructions for decompressing the decrypted digital content prior to downsampling.

10. (Original) The article of claim 8, further comprising instructions for rendering the decrypted digital content for perception by a user.

11. (Original) The article of claim 8, further comprising instructions for protecting the decrypting and downsampling actions by using tamper resistance techniques to deter unauthorized access to the decrypted digital content.

12. (Original) The article of claim 8, wherein the processing instructions comprise instructions for displaying data to enhance the user experience in perceiving the digital content based at least in part on the downsampled digital content.

13. (Original) The article of claim 8, wherein the encrypted digital content comprises high fidelity digital content and the downsampled digital content comprises content at a fidelity lower than the high fidelity digital content.

14. (Original) The article of claim 8, wherein the encrypted digital content comprises digital audio data and the processing instructions comprise instructions for generating a display of information for the user to enhance the user's experience in using the player device, based at least in part on downsampled digital audio data.

15. (Original) A processing system providing secure content-based user experience enhancement in a player device for rendering digital content, comprising:

a decryption agent to accept encrypted digital content, to decrypt the encrypted digital content into decrypted digital content, and to downsample the decrypted digital content into downsampled digital content; and

an enhancement module to receive the downsampled digital content and to process the downsampled digital content to provide user experience enhancement.

16. (Original) The system of claim 15, further comprising a decompressor module to decompress the decrypted digital content prior to downsampling.

17. (Original) The system of claim 15, further comprising a renderer module to render the decrypted digital content for perception by a user.

18. (Original) The system of claim 15, wherein the decryption agent is tamper resistant software to protect the decrypted digital content from unauthorized access.

19. (Original) The system of claim 15, wherein the enhancement module displays data to enhance the user experience in perceiving the digital content based at least in part on the downsampled digital content.

20. (Original) The system of claim 15, wherein the encrypted digital content comprises high fidelity digital content and the downsampled digital content comprises content at a fidelity lower than the high fidelity digital content.

21. (Original) The system of claim 15, wherein the encrypted digital content comprises digital audio data and the enhancement module generates a display of information for the user to enhance the user's experience in using the player device, based at least in part on downsampled digital audio data.

22. (Original) A method of providing secure content-based user experience enhancement in a player device for rendering digital content comprising:

accepting encrypted high fidelity digital content and low fidelity downsampled content corresponding to the encrypted high fidelity content;

decrypting the encrypted high fidelity digital content into decrypted digital content;

rendering the decrypted digital content for perception by a user; and

processing the low fidelity downsampled digital content by an enhancement module to provide user experience enhancement.

23. (Original) The method of claim 22, wherein the processing comprises displaying data to enhance the user experience in perceiving the rendered high fidelity digital content based at least in part on the low fidelity downsampled digital content.

24. (Original) The method of claim 22, further comprising protecting the decrypting and rendering actions by using tamper resistance techniques to deter unauthorized access to the decrypted digital content.

25. (Original) The method of claim 22, wherein the encrypted high fidelity digital content comprises digital audio data and the processing comprises generating a display of information for the user to enhance the user's experience in

using the player device, based at least in part on the low fidelity downsampled digital content.

26. (Original) An article comprising: a storage medium having machine readable instructions stored thereon, the instructions, when executed by a processor, provide for secure content-based user experience enhancement in a player device for rendering digital content by accepting encrypted high fidelity digital content and low fidelity downsampled content corresponding to the encrypted high fidelity content, decrypting the encrypted high fidelity digital content into decrypted digital content, rendering the decrypted digital content for perception by a user, and processing the low fidelity downsampled digital content by an enhancement module to provide user experience enhancement.

27. (Original) The article of claim 26, wherein the processing instructions comprise instructions for displaying data to enhance the user experience in perceiving the rendered high fidelity digital content based at least in part on the low fidelity downsampled digital content.

28. (Original) The article of claim 26, further comprising instructions for protecting the decrypting and rendering actions by using tamper resistance techniques to deter unauthorized access to the decrypted digital content.

29. (Original) The article of claim 26, wherein the encrypted high fidelity digital content comprises digital audio data and the processing instructions comprise instructions for generating a display of information for the user to enhance the user's experience in using the player device, based at least in part on the low fidelity downsampled digital content.